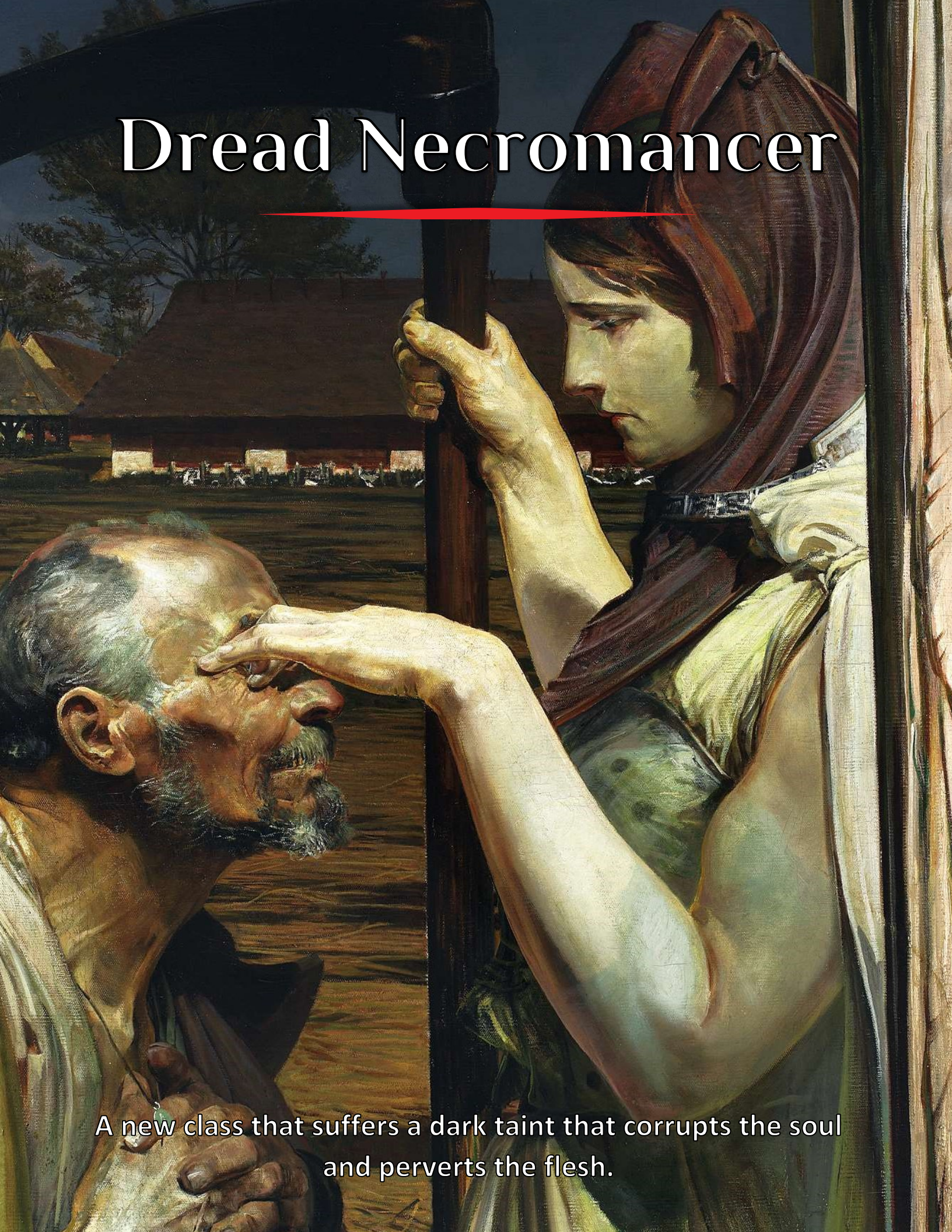


Dread Necromancer



A new class that suffers a dark taint that corrupts the soul
and perverts the flesh.



DREAD NECROMANCER

A New Class for 5th Edition

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DREAD NECROMANCER

Three corpses spasm and twitch, slowly standing back up as the Halfling raises his hand and animates them with dark power so that he might use them as fodder against those enemies that still dare oppose him.

An orc grimaces in pain as an arrow grazes his shoulder. A filth covered dwarf gazes with sinister intent at the minor wound and it quickly starts oozing pus, turning green as the orc looks on in panic at the rapidly growing infection.

Stepping softly out of the shadows, a young elven woman grips the arm of a guard positioned next to the door. With surprising swiftness the limb begins to weaken and wither, the flesh rotting as though having spent centuries in the grave.

Regardless of the differences in their dark preoccupations, dread necromancers are bound together by the soul-corrupting influence of the evil that rests at the heart of their necromantic power. This dark power can manifest in a number of different ways, but it eventually turns each and every dread necromancer into an undead abomination.

UNSTOPABLE CORRUPTION

Dread necromancers draw their power from a dark taint that lays upon their soul. As they grow in power the taint grows and corrupts their body as well, gradually transforming them into an undead being. There is no abating this process and no going back. Once a dread necromancer is tainted they are forced to find a way to live with the vile power now within their reach.

LIVING WITH DEATH

Every dread necromancer wields power that is capable only of creating death. For those that embrace it, death becomes their fetish. Their fanatical fascination leads to dark rituals and grim behavior. Even those that attempt to distance themselves from the true nature of their abilities find that in the end death still follows in their shadow.

CREATING A DREAD NECROMANCER

When making a dread necromancer, consider how your character acquired this dark taint. Perhaps your character developed an obsession with death after the passing of a loved one, or from an instance where they died and returned to life. Perhaps your character accidentally stumbled into a long-lost site of unspeakable evil or a dread domain like Ravenloft, escaping only to find they had been tainted by the foul magic that suffuses such places. Maybe your character was born during a time when darkness held sway in the lands, or was used as part of a dark ritual in his or her youth.

Have you always been an adventurer as part of the dark path you walk, or was there a time when the forces of good were not hunting for you? Perhaps you sought to turn the vile taint you carry against the very villains that helped create you.

QUICK BUILD

You can make a dread necromancer quickly by following these suggestions. First, Constitution should be your highest ability score, followed by Wisdom. Second, choose the Noble background.

THE DREAD NECROMANCER

Level	Proficiency		Fell Power Uses/Day	Dark Arcana Spell Level
	Bonus	Features		
1 st	+2	Tainted Soul, Charnel Touch	-	-
2 nd	+2	Fell Power (Dark Arcana, Profane Lifeleech)	3	1
3 rd	+2	Dread Calling	3	1
4 th	+2	Ability Score Improvement	4	1
5 th	+3	Fell Power (Rebuke Undead)	4	2
6 th	+3	Dread Calling Feature	5	2
7 th	+3	Sepulchral Husk	5	2
8 th	+3	Ability Score Improvement	6	3
9 th	+4		6	3
10 th	+4	Dread Calling Feature	7	3
11 th	+4		7	4
12 th	+4	Ability Score Improvement	7	4
13 th	+5		8	4
14 th	+5	Vile Recovery	8	4
15 th	+5		8	5
16 th	+5	Ability Score Improvement	9	5
17 th	+6		9	5
18 th	+6	Dread Calling Feature	9	5
19 th	+6	Ability Score Improvement	10	6
20 th	+6	Undead Apotheosis	10	6

CLASS FEATURES

As a Dread Necromancer you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per dread necromancer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per dread necromancer level after 1st.

PROFICIENCIES

Armor: Light armor, shields

Weapons: Simple weapons and your choice of any one-handed martial weapon

Tools: None

Saving Throws: Charisma, Wisdom

Skills: Choose two skills from Arcana, Deception, History, Insight, Investigation, Religion, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a shield or (b) any martial weapon
- (a) a morningstar or (b) a crossbow
- Padded armor, an explorer's pack, a shovel, and a hooded lantern

TAINTED SOUL

Beginning at 1st level, the vile stain upon your soul changes how your mortal body responds to necrotic energies. You gain resistance to necrotic damage, but magical healing affects you differently. When you are the target of magical healing (including potions), you must succeed at a Constitution saving throw at the caster's Spell save DC or heal only half as many hit points as the effect would normally heal. Your natural healing is not changed by this ability.

CHARNEL TOUCH

At 1st level, your touch can afflict others with the necrotic power that darkens your soul. As an action you make a melee touch attack against an adjacent creature. On a hit, the target has disadvantage on attack rolls and strength ability and skill checks until the end of its next turn and must make a Constitution saving throw with a DC of 10 + your proficiency bonus + your Constitution modifier. The target takes 1d8 necrotic damage on a failure, and half damage on a success.

This ability deals more damage when you reach higher levels; 1d10 necrotic damage at 5th level, 1d12 at 7th, 2d8 at 11th, and 2d10 at 17th level. Additionally, starting at 7th level the target is also paralyzed until the end of its next turn if it fails the Constitution save.

FELL POWER

Starting at 2nd level, the dark blemish upon your soul begins to impart sinister power that you can use to create a variety of magical effects. You begin with two such effects: Dark Arcana and Profane Lifeleech. Some class features grant you additional effects, as do some of the features granted by your dread calling.

When you use your Fell Power, you choose which effect to create. Some Fell Power effects require saving throws. When you use such an effect from, the DC is 8 + your proficiency bonus + your charisma modifier. You can use your fell power a number of times per day as indicated on the dread necromancer class table. You must complete a long rest to regain expended uses of fell power.

FELL POWER: DARK ARCANA

The dark power within you can be called upon so that you can cast a small number of spells. The spells you can cast are determined by your level, as shown in the Dark Arcana Spells table below. You use the casting time and other rules for the spell as normal, but you don't need to provide any material components.

You cast these spells at a level determined by your class level, as indicated in the dread necromancer class table. You can use an arcane focus or the holy symbol of any evil god as a spellcasting focus with your spells.

DARK ARCANA SPELLS

Level	Spells Known
2 nd	Bane, False Life, Hellish Rebuke, Hex
6 th	Blindness/Deafness, Darkness, Gentle Repose, Ray of Enfeeblement
10 th	Bestow Curse, Feign Death, Speak with Dead, Vampiric Touch
14 th	Blight, Death Ward, Evard's Black Tentacles, Phantasmal Killer
18 th	Contagion, Geas, Hallow, Insect Plague

FELL POWER: PROFANE LIFELEECH

When you hit a target with your charnel touch, you can use a bonus action to draw some of their life force into your own body. Your target takes an additional 2d6 necrotic damage and gains one level of exhaustion, while you heal a number of hit points equal to the damage dealt. If your target has a CR greater than your level,

they are immune to the effect of this ability. Levels of exhaustion caused by this ability do not stack.

RAY OF FATIGUE

2nd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V,S

Duration: Concentration, up to 1 minute

An iridescent violet beam flashes out from your hand towards a creature within range. Make a ranged spell attack against the target. On a hit, the target is exhausted. Multiple instances of this spell against the same target do not stack.

At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

New Spell



DREAD CALLING

When you reach 3rd level, your dark impulses become too great to ignore and you begin indulging in unspeakable lore that calls you down one of the following dark paths; corpsecrafter, fearmonger, or plaguebearer. Your dread calling grants you features at 3rd level, and again at 6th, 10th, and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

FELL POWER: REBUKE UNDEAD

At 5th level, your fell power is strong enough that you now use it to censure the living dead. As an action, you release a burst of negative energy that influences all undead within 60 feet of you. Choose a number of undead creatures whose total CR equals your level or lower and select a single-word command that you speak aloud to the targets. This ability works just like the spell *command*, with the exception that you can only target undead creatures and can affect multiple targets at one time. An individual undead creature with a CR greater than ½ your level cannot be affected by this ability. Intelligent undead have advantage on their save.

SEPULCHRAL HUSK

When you reach 7th level, your body begins to show outward signs of the decay that has lain siege to your soul. Mindless undead perceive you as another undead creature and are not hostile towards you unless you or one of your allies' attacks. You also gain immunity to necrotic damage and disease.

At 17th level, the infusion of dark power throughout your body allows you to capture harmful necrotic energy and use it to recover from wounds. When you are subject to an effect that deals necrotic damage you instead are healed a number of hit points equal to the necrotic damage the effect would have dealt.

RITUAL SACRIFICE

Starting at 14th level, you can bolster your terrible power by performing ritualistic sacrifices. Performing a sacrifice requires two hours of preparation, 5,000 gold pieces of rare implements and material components, as well as a living victim that must be either incapacitated or restrained for the duration of the ritual. Your victim need not be willing, but should they break free of their bonds or escape you will have to start the sacrificial performance over from the beginning.

At the conclusion of the two-hour long ritual, your sacrificial victim dies and their mortal soul is consumed to fuel your vile power. A creature killed in such a

manner cannot be returned to life by anything short of a *Wish* spell.

You can gain a variety of different boons by performing a living sacrifice. Choose one of the following benefits when you begin the preparations for the ceremony. You gain the specified effects the moment your sacrificial victim dies. Each benefit describes how it works and any conditions for obtaining it. You cannot benefit from more than one sacrifice within a period of 24 hours.

Bad Weather. The weather within five miles of your location turns foul. Dark clouds, driving rains, and heavy winds become the prevailing weather, as if you had used the spell *Control Weather* to change the current conditions. This change takes place immediately and lasts for 48 hours.

Desecrate Locale. You cast an incredibly powerful version of the spell *Hallow*. This spell takes effect immediately, effects a radius of 200 feet, and has a duration of three weeks.

Devour Memories. All of your victim's memories flood into your mind at once. You can make a Wisdom saving throw equal to 10 + the victim's CR to recall the details of any single memory that you specify at the moment of their death.

Fortify Flesh. You are immediately cured of any poisons, diseases, or curses currently afflicting you and your hit points are restored to their maximum. Additionally, for the next hour you have resistance to all damage dealt by non-magical weapons.

Inspired Spellcasting. You gain the knowledge of how to cast one spell of your choice from the Cleric spell list. The spell's level must not exceed the CR of your sacrificial victim and can be no higher than 7th level. A spell you learn this way can only be cast once and follows all of the normal rules for the spell. Charisma is your spellcasting ability for any spell you gain from this ability and the DC of any spell you cast is equal to 8 + your level + your Charisma modifier.

Sow Nightmares. Choose any number of creatures within one mile from your location whose total CR does not exceed the CR of your victim. You must have seen any creature you target within the last 24 hours. You affect each of your selected targets with the *Dream* spell.

Steal Body. Your animus enters the body of your victim, giving you complete control of it. Your game statistics are replaced by the statistics of the creature you sacrificed, though you retain your alignment and your

Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features. If the victim had any class levels, you can't use any of their class features. While possessing a body in this manner, you can use your action to return from the host body to your own if it is within 100 feet of you, leaving the victim's body lifeless and unable to be returned to.

If the host body dies while you're in it, you must make a Charisma saving throw against a DC equal to 8 + your level + your Constitution modifier. On a success, you return to your own body if it is within 100 feet of you. Otherwise, you die. You also die if your own body is destroyed while your animus is not within it.

Summon Portent. Ask three questions. You receive answers to each as if you had cast the spell *Divination*, but you do not suffer an escalating risk of receiving a false answer for each question after the first. Additionally, you cannot wait for the answer to one question before asking the next. All three of your questions must be posed at the same time, immediately following the death of your sacrificial victim.

Vile Recovery. You regain one expended use of *Fell Power* for every 4 CR that your sacrificial victim possessed.

MINDFIRE

New Disease

Mindfire is an insidious disease feared by wizards everywhere. Once stricken by this ailment, victims suffer periodic delusions that increase in frequency and severity until their sanity is left in tatters.

This disease is typically spread by ingesting contaminated brain matter from an afflicted creature, as frequently happens in the creation of dark rituals and vile poltices. Once exposed, the victim has 2d6 hours before the first symptoms manifest. After that time, the victim must make a DC 13 Constitution save. On a failure, the victim experiences periodic flashes of sensory information: sounds and voices, crawling sensations over their skin or from inside their bodies, and flashes of light and figments of visions that aren't actually present. An afflicted victim cannot maintain concentration on spells and other effects that require dedicated mental focus.

Once every 2d20 minutes thereafter, the victim must make another DC 13 Will save. On a failure, they suffer as though under the effects of the spell *confusion* for one minute. Each time they fail the save, the DC of their next saving throw is increased by 1. On a successful save, the DC resets to 13.

After 3d8 days of affliction, the target must make a DC 17 Will save. On a successful save they maintain their sanity for another 24 hours, when they must make the saving throw again. On a failure, the victim is driven mad and suffers from long-term madness (see Chapter 8 of the *Dungeon Master's Guide*).

UNDEAD APOTHEOSIS

At 20th level, the nefarious power that fills you finally completes your transformation into an undead monstrosity. Your mortal form can no longer contain the twisted and withered thing your soul has become. Ritually extracted from your body, preserved in a specially constructed vessel, the wretched remains of your animus fuels your mortal form and rebuilds it should you ever be destroyed.

CREATE PHYLACTERY

With your soul no longer fit to continue to reside within your body, you craft a magic artifact that contains it. As long as this object, also called a phylactery, is intact your soul will form a new body for your consciousness when you die. It takes 1d6 days for your new body to form and it appears in a space adjacent to your phylactery. If your phylactery is ever destroyed, you can spend 48 hours and 10,000 gold pieces to rebuild it. Should you ever perish while your phylactery is broken, your death is permanent and cannot be undone by anything short of the intervention of some dark god or unimaginable dread power.

Additionally, when the phylactery is in your possession you can cast the spell *Imprisonment* without expending a spell slot or using your Fell Power. The target of the spell is trapped within your phylactery. Any creature imprisoned this way for a duration of 24 hours dies and their soul is devoured to sustain your body. A creature that dies from this ability can only be raised by a *Wish* spell. You must complete a long rest before you can cast the spell again.

In order to sustain your undead form, you must use your phylactery to consume a soul once each week. Failing to do so means that you cannot regain hit points by any means other than a *Wish* spell, you cannot use your Fell Power, and your body does not reanimate should you die.

LICHDOM

You are considered to be an undead creature. You no longer need to eat or sleep, though you must still rest for an 8 hour period to gain the benefits of a long rest. You are also immune to disease, poison, and sleep effects. You are vulnerable to radiant damage, but have advantage on saving throws made to resist any effects that specifically target undead creatures.

HIDDEN SANCTUM

To protect your phylactery, you keep it hidden within a secret catacomb or other remote or secluded stronghold. If your phylactery has been within the same building for

at least 24 hours, your vile presence permeates the location and you gain lair actions as a lich (see the Lich's entry in the Monster Manual for a list of available lair actions).

OCCULT SECRETS

The process of removing your soul from your body reveals a number of magical secrets to you. You gain two 7th level spell slots and one spell slot each of 8th and 9th level. Additionally, you learn your choice of three 7th level spells, two 8th level spells, and two 9th level spells selected from the Cleric or Wizard spell lists. At least half of the spells you select must be Necromancy spells. You use your spell slots to cast these spells as a Wizard and you can use these spell slots to cast your Dark Arcana spells. Charisma is your spellcasting ability for these spells and the DC of any spells you cast with this ability is equal to 8 + your level + your charisma modifier.

RED ACHE

New Disease

Accompanied by fever and severe muscle cramping, red ache is the bane of adventurers everywhere. The disease is not particularly fatal if treated, but the constant body aches caused by this disease make moving difficult and painful.

Once exposed, this illness has an incubation period of 2d6 hours before the victim exhibits symptoms. Each hour thereafter, the victim must make a DC 13 Constitution saving throw. On a failure, the victim is struck by intense muscle cramps that cut their speed in half and impose disadvantage on Dexterity saves and ability checks.

Should a victim successfully make four consecutive Constitution saves, their body successfully overcomes the infection. A successful DC 15 Wisdom (Medicine) checks also cures the disease.

DREAD CALLING

Sinister urges, compulsions to study profane lore, the desire to witness heinous acts – these are hallmarks of the taint that stains your soul. No dread necromancer can resist them. Some are wholly unable to control this aspect of their behavior and are drawn to vile subjects that they cannot help but learn. Others have some small measure of control over these impulses and delve deep into the darker parts of necromantic knowledge.

CORPSECRAFTER

The foul energies that imbue the dead with a vile mockery of life flow unrestrained through you. Your careful attention to the anatomy of the dead and dying gives you profane insight into how to better direct this

energy into the dead that you create, bolstering their potency and giving them greater power and endurance.

FELL POWER: RESTLESS DEAD

Starting at 3rd level, as an action you can cause a lifeless corpse nearby to strike out at an enemy. Choose one dead body within 30 feet of you that is adjacent to a creature. The corpse makes an unarmed melee attack against an adjacent creature of your choice using your proficiency bonus. On a hit, the attack deals 1d6 slashing damage for every 3 levels you have in the Dread Necromancer class.

Alternatively, you can have the corpse attempt to grapple an adjacent target. Resolve the grapple using the strength score the corpse had in life. This ability does not allow you bestow mobility upon the corpse, so you cannot cause the corpse to move the target of your grapple.

NECROPOTENT

Beginning at 6th level, you can cast *Animate Dead* once per day. You are able to assert control over two undead creatures with this ability. Undead that you create gain a number of temporary hit points equal to your Dread Necromancer level, use your proficiency bonus to make attacks, and have advantage on saving throws to resist being destroyed or controlled by anyone other than you.

You can also use a bonus action and expend a use of Fell Power to restore 2d6 hit points to any undead creature within 30 feet of you. Additionally, at 12th level you can assert control over two additional undead creatures with this ability.

Further, you add *Armor of Agathys*, *Blur*, *Enhance Ability*, and *Spider Climb* to the list of spells you can

cast with your Dark Arcana. Only undead creatures can be targeted by these spells.

RAISE MINION

At 10th level, you can use your dark craft to create a powerful undead ally to mindlessly serve you. The process takes 24 hours and requires 3,000 gold pieces in material components and a corpse that will serve as the focus of your vile ceremony and unspeakable preparations. The 24 hours need not be consecutive, but you must spend at least 4 hours each day working on your minion. If you fail to do so, your components are spoiled and you must begin the ritual anew.

At the end of the process, your undead minion animates. Your minion is mindless, but can act somewhat independently should your instructions be detailed enough. Unless told to do otherwise, the minion will attempt to follow you and remain within 10 feet. The minion becomes inert if separated from you by more than 200 feet.

When you create your minion, you may animate the corpse you use as either a skeleton or a zombie of CR ¼ or lower. Add your proficiency bonus to the creature's AC, attack rolls, and damage rolls. The creature's hit point maximum becomes four times your Dread Necromancer level and it gains 1d12 hit die for every two levels of Dread Necromancer you possess, which it can spend during a short rest or as an action to recover hit points in combat. It regains these hit points once it has completed a long rest. Your minion is also proficient with light, medium, and heavy armors and martial melee weapons and shields.

During combat you may use an action during your turn to command your undead minion to undertake any activity that it could reasonably accomplish; your commands allow the minion to move up to its speed and take a single action. As part of this action you may also simultaneously issue commands to any undead you control with your Necropotent ability. When you issue a command to attack, your minion can make two melee attacks as part of the attack action. If you command your minion to defend you, any creature making a melee attack against you has disadvantage and your minion gains one reaction that it can use to make a melee attack against a creature within its reach that attempts to attack you. Your minion lacks the intelligence required to activate magic items, but can benefit from any effects of worn magic items that do not require attunement or activation. If you do not issue a command during combat, there is a 20% chance your minion will move towards and attack the nearest living creature other than yourself. Otherwise it clumsily moves up to 15 feet closer to you.

SLIMY DOOM

New Disease

Victims of this disease suffer terrible pain as their bodies are slowly liquefied. This frightening disease is typically only encountered in areas fouled by the blood of demons or other evil outsiders. Contact with the contaminant is not enough to catch the disease however. Exposure to open wounds transmits the infection.

After 1d4 days of incubation, the symptoms of the disease manifest and the victim suffers occasional vomiting and bloody boils at the site of infection. The victim must then make a DC 15 Constitution saving throw. Success staves off the worst effects of the disease for the next 24 hours, but the victim deals only half damage with all melee attacks and any Strength or Dexterity save or check is treated as though it were only half of its actual result.

Any creature that fails its Constitution saving throw on four consecutive days begins to turn to goo from the inside out. From this point forward the creature is paralyzed and dies within 2d4 days, leaving behind only a wet pile of liquefied viscera. Magic remains the only known way of curing this ailment.

Outside of combat, your minion follows close to you and waits for your instructions to act. If your minion is ever destroyed, you may conduct this ritual again to raise a new minion. You can only have one minion at any given time.

FELL POWER: DOMINATE UNDEAD

When you reach 18th level you can use an action to gain absolute control over nearby undead creatures. Choose any number of undead creatures with 60 feet whose total CR is less than your Dread Necromancer level. These targets must make a Constitution saving throw or be charmed by you as if you had cast the *Dominare Beast* spell on it.

As long as you maintain concentration on this effect, you retain control of your targets for up to four hours. Intelligent undead have advantage on saving throws to resist or break free of this ability and any undead creature that is successful at their saving throw cannot be targeted by this ability again for 24 hours.

FEARMONGER

The malign power that holds sway over your soul grows hungrier and more feral when mortals cower before you. You become a terrible fiend, wielding fear as a weapon to cut down even the mightiest foe.

MENACING

When you take up this Dread Calling at 3rd level, you gain proficiency with the Intimidate skill and add *Fear* to the list of spells you can cast using Dark Arcana. When you attempt to Intimidate a creature that is frightened, you have advantage on the skill check.

FEARSOME COUNTENANCE

When you reach 6th level, your gaze can inspire overwhelming panic in your foes. As an action, fear radiates outward from your glare. Every living creature that can see you must make a Wisdom saving throw against a DC equal to 8 + your Charisma modifier + your level. On a failure, your targets are frightened and stunned until the end of their next turn. You can concentrate on this power to extend the frightened condition for the duration of your concentration up to a maximum of one hour. Once you have used this ability you must complete a rest in order to use it again.

FELL POWER: THE BLADE OF PAIN AND FEAR

At 10th level, you can use your Fell Power to turn the fear of your enemies into a weapon to cut them down. As an action, you choose one creature with the frightened condition. Your target becomes exhausted and the frightened condition affecting it ends. At the same

time a three-foot-long blade made of twisting darkness, screams, and gnashing teeth appears in your hands. You are proficient with the weapon and can make attacks with it using the greater of your Strength or Dexterity modifier.

The weapon you conjure deals 1d10 slashing damage on a successful hit. As a bonus action, you can steal the fear from another creature that is currently frightened to increase the damage of the Blade of Pain and Fear by 5 points. Creatures whose fear you have stolen become immune to the frightened condition until you dismiss your blade as a bonus action. Once summoned, the Blade of Pain and fear lasts for one hour. The blade is automatically dismissed if you become unconscious or take a rest.

INSPIRE MADNESS

Beginning at 18th level, the fear you cultivate in others is powerful enough to drive them mad. As an action you can choose one living creature within 60 feet of you to suffer long-term madness (see Chapter 8 of the *Dungeon Master's Guide*). The form of madness is randomly determined and can only be cured by a *Remove Curse* or *Wish* spell.

THE SHAKES

New Disease

The shakes derives its name from the uncontrollable spasms and constant twitching that victims in the grip of the disease exhibit. Typically spread by biting insects breeding in stagnant night soil, the disease is easily curable and noticeably prolific in larger settlements and towns.

Once bitten by an insect, the hallmark twitching caused by this disease begins after 1d4 hours. The victim must make a DC 11 Constitution save every hour. On a success, the illness lies dormant for the next hour. Otherwise their twitching is violent enough that they must make a DC 15 Dexterity save every time they pick up or hold an object. On a failure, the object slips through their grasp.

There is a 40% chance that the victim is cured naturally of the shakes within 1d4 days. Otherwise, 24 hours of bed rest and a DC 11 Wisdom (Medicine) check cures the illness.

PLAGUEBEARER

A cough that becomes a fever, which gives way to aches, which leaves behind a putrid corpse. A small scratch that begins to stink, soon to turn green, then black as it spreads. These illnesses are your brethren. The rot within your soul calls out to pestilence and the plagues ripple out from your shadow, leaving only death in your wake.

FELL POWER: FESTER

Starting at 3rd level, you can react to a sudden injury and create a lingering infection that stubbornly resists attempts at healing. Whenever a creature within 30 feet

of you takes damage, you can use a reaction to subject them to a festering illness that prevents the triggering damage from being healed by natural or magical means until the wound is thoroughly cleaned and dressed during a short rest, or the effect is ended by a magical ability or spell that can cure disease, such as the *Lesser Restoration* spell.

MIASMA OF DISEASE

Beginning at 6th level, as a reaction you can inflict a disease of your choice upon any creature that ends its turn next to you. Additionally, as a bonus action on your turn you can deal damage equal to your level to any adjacent creature currently suffering from a disease. The target of this ability must also make a Constitution saving throw against a DC equal to 5 + your Charisma modifier + your level. On a failure, the target is poisoned until the end of its next turn.

FELL POWER: SCABROUS TOUCH

When you reach 10th level, you can use your Fell Power to afflict any target hit by your Sepulchral Touch with a disease of your choice. When you do so, the damage dealt by your attack cannot be healed until the disease is cured.

INCITE AFFLICTION

At 18th level, you learn to spur the progress of a disease and bring it rapidly to its final, fatal stages. As an action, you cause one creature within 120 feet that you can see to suffer two failed saving throws against your choice of one disease currently afflicting it. The effects of these saving throw failures occur immediately, as they are presented in the description of the disease.

DREAD NECROMANCER VARIANTS

RITUAL MUMMIFICATION

Some Dread Necromancers, thinking to stave off the impending effects of the cancerous darkness that devours their soul, make gradual attempts to mummify their bodies rather than allow their corporal forms to slowly decay. These mummification rituals borrow religious knowledge from myriad funeral rites and ultimately steal divine power to sustain their effects on the Dread Necromancer. As a result, these individuals bear a curse that both cures and damns them. Some eventually come to be embraced by the gods of death or dark knowledge, but most are fated to attempt to carry on their lives knowing that their attempts to alter their fates proved futile.

VILE SACRAMENT

Your mummification makes a mockery of numerous sacred funerary rites, giving your Fell Power an insidious and mystical bent. When you gain the Dark Arcana ability at 2nd level, you gain access to the spells on the Vile Sacrament Spells table below instead of the spells presented for Fell Power ability.

VILE SACRAMENT SPELLS

Level	Spells Known
2 nd	Command, Create or Destroy Water, False Life, Wrathful Smite
6 th	Blindness/Deafness, Darkness, Dust Devil, Silence
10 th	Bestow Curse, Blinding Smite, Tongues, Wall of Sand
14 th	Blight, Confusion, Death Ward, Scrying
18 th	Contagion, Commune, Destructive Smite, Hallow

MUMMY ROT

Starting at 7th level, a creature hit by your Charnel Touch must make a Constitution save against a DC equal to 8 + your Charisma modifier + your level. On a failure the creature takes an additional 1d6 necrotic damage and is subject to a curse that prevents the target from recovering hit points through any means, magical or mundane. A *Remove Curse* spell ends this effect.

This ability replaces the paralysis effect of Sepulchral Touch gained at 7th level.

GRIM ATTONEMENT

At 14th level, you learn how to offer your sacrificial victims as recompense for the divine powers you have stolen. You are able to use the Desecrate Locale, Fortify Flesh, and Summon Portent effects of your Ritual Sacrifice, but are unable to create any of the other listed effects. Instead, you can now also sacrifice a creature with a CR equal to at least half your Dread Necromancer level to petition divine intervention, as the Cleric ability of the same name.

MUMMIFICATION

When you reach 20th level, your mummification is completed. Your vital organs are removed and preserved outside of your body. This ability modifies the Create Phylactery and Hidden Sanctum aspects of your Undead Apotheosis, as described below.

CANOPIC JARS

Your brain, heart, lungs, and liver are alchemically preserved within individual stone vessels, commonly called canopic jars. Instead of a phylactery, your soul is bound to these preserved organs, giving it the ability to create a new body for your surviving consciousness upon your death as a phylactery normally would.

Though your shriveled heart is kept alive by the foul magic that sustains you, your other organs constantly decay. Each week you must harvest one such organ from a still living victim to replace the ones in your canopic jars. If you fail to keep all of your organs invigorated in this way, you cannot use your Fell Power. As long as none of your organs need to be replaced, you gain 15 temporary hit points at the end of every short rest.

BURIAL CHAMBER

Your canopic jars are sealed within a remote tomb and their foul presence taints the place with a foul magic. Instead of gaining lair actions as a lich, you use the lair actions found in the Monster Manual entry for the Mummy lord.

ELVEN BAELNORN

Prerequisite: Elf, Dread Necromancer class

Very rarely in elven tradition, a carefully selected individual of great importance to the continuation of the elven people is allowed to undergo a dark ritual that sustains their life beyond the limits of death. The rituals used are, for all intents and purposes, no different than those that create a lich – the self-same magic that stains the soul of every Dread Necromancer. There is an important difference however. The great arts of elven magic help keep the creeping darkness of this evil in check. Few Baelnorns need ever worry about falling hopelessly into villainy.

It is for this reason that many Baelnorn also choose to ignore the debased and unspeakable callings typical of other Dread Necromancers. It is true that a few tread the path of Corpsecrier, raising the remains of elven warriors in the dispensation of their hallowed duties. Many more instead blend the magic of the elven people with the power of shadow that blights their soul. These Nethermancers tap the places where the Weave casts shadows and create mighty spells from the raw essence of shadow-stuff.

VARIANT: CREATE MYTHAL

High magic is instrumental in the creation of powerful sustained effects of magic known as Mythals. Should your Dungeon Master allow it, your knowledge of the Arselu'Tel'Quess allows you to cooperate with other elven mages to create a Mythal.

Creating a Mythal requires the sacrifice of an elven life and no fewer than twelve participating elves. For each participant, you can select a spell to contribute to the Mythal. The spell must either affect an area or a single, specific creature. The Mythal covers one square mile for each hit die that is contributed during the ritual. No elf may contribute more hit dice than you. Any elf within the area of the Mythal gains the benefits of the spells from which it is created. At the time of its creation, you can also imbue the Mythal with the effects of N'Maerthor

ELVEN ARCANA

The powerful elven magic that sustains you twists how your Fell Power manifests. Instead of drawing on the spells of Dark Arcana, you can use your Fell Power to cast some of the signature spells of the elven art.

ELVEN ARCANA SPELLS

Level	Spells Known
2 nd	Detect Magic, Tasha's Hideous Laughter, Unseen Servant, Magic Missile
6 th	Animal Messenger, Arcane Lock, Crown of Madness, Moonbeam
10 th	Bestow Curse, Call Lightning, Dispel Magic, Plant Growth
14 th	Confusion, Dominate Beast, Grasping Vine, Polymorph
18 th	Awaken, Legend Lore, Mislead, Tree Stride

ARSELU'TEL'QUESS

Sometimes called High Magic by outsiders, Arselu'Tel'Quess is the collective body of ancient and well-guarded arcane lore sustained by the elven people throughout generations. When you reach 14th level, you learn to use the magic that sustains you to telepathically reach out to other elves to join them with you to create the legendary artifices of the elves. The other elves must willingly join with you and have the ability to cast a spell of 3rd level or greater.

Doing so is not without risks. The great magic of the elves requires not only cooperation, but sacrifice. Some of the cost can be shared by those working with you to carry out the magic, but the brunt of it falls to you. Each effect details how many participants are required and what sacrifices need to be made to sustain the arcane power you weave. The rituals of Arselu'Tel'Quess

require an hour of preparation and 1,000 gold pieces of rare incense and arcane reagents.

Adoessuor. Requiring the aid of four other elves, you are able to put a willing target into a catatonic sleep. While in this state the target doesn't age, nor do they require food or drink. You can sustain a creature in such a manner for up to 2 years for each elf that aids you in casting this ritual. While the effect lasts, your hit dice total is reduced by 1. You, or other participants, can sacrifice additional hit dice to extend the duration by 1 year for each dice contributed.

Daoin'Teague'Feer. As part of this ritual cleansing you can cast *Greater Restoration*, *Lesser Restoration*, *Raise Dead*, or *Remove Curse* upon a target of your choice. You need one additional elfen participant for each level of the spell you want to cast. You permanently lose one or your hit dice each time you use this ability.

Elaorman. With the aid of at least one other elf, you can duplicate the effects of *Leomund's Tiny Hut*. For each additional participant you add you may extend the duration of the hut by 24 hours. While the hut exists you and any other participants cannot spend healing surges and your maximum hit point totals are reduced by 10 points.

Ghaatiil. You create a portal that starts at your location and has its end point at the location of a second elfen participant in this ritual. A third elf must also participate in this ritual from a location that is half the distance between the starting and ending points of the portal you create. You can incorporate additional casters in this ritual, spacing them evenly across the distance the portal is to cover. The portal permanently links the two locations (though your DM may determine that there are conditions that could disrupt or destroy one or the other gateways for the portal). Creating the portal requires the sacrifice of 1 hit point for every mile of distance that the portal spans. You must contribute at least 1 more hit point than any other participant and any hit points you sacrifice are deducted from your total hit points and cannot be recovered unless you ritually dismantle the portal (other participants recover their hit points as normal).

N'Maernthor. Using this ritual, you can conceal a location from the perception of non-elves. For every elf participating in the ritual you can affect one square mile of terrain. At the conclusion of the ritual, non-elves will unconsciously wander around the affected area and fail to notice the warded area (or even that they have

unknowingly passed around it). You can sustain the effect for as long as you like, but must expend a hit die for each day that passes and you are unable to recover any hit dice expended for this ritual until its effects are dispelled.

Vuorl'Kyshuf. Choose one elf that has participated in any ritual of Arselu'Tel'Quess. You can expend a hit die to establish a telepathic link with the target as long as they are on the same plane as you. The link can be sustained for up to an hour and if you have a mirror, vessel of water, or other similar clear and reflective surface, you can choose to also see an image of your target. The target of this ritual can choose to end any of its effects at any time if they wish.

NETHERMANCY

Most of the magic known to mortals comes from their knowledge of how to manipulate the Weave, a pervasive arcane force that flows through and unifies everything. There are dark spaces between the strands of the Weave, areas of cold gloom where a sister power to the Weave dwells. It is the study of this ephemeral shadow of magic that drives your growing power, but not without risk: the insubstantial foundation your spells are built upon is but a figment that holds no power over those that are able to perceive its illusory nature.

FELL POWER: SHADOW MAGIC

Starting at 3rd level, you can turn shadow into spells. Choose an illusion or evocation spell of 1st level or lower from the Wizard or Druid spell list. You use the casting time of the selected spell and resolve the spell according to its description. If the spell deals damage, your target gets to make a Wisdom saving throw to disbelieve the effect of your magic. On a success, the target takes no damage from the spell.

Once you reach 6th level, you can choose any qualifying spell of 3rd level or lower. At 18th level you can cast spells of 5th level or lower.

FELL POWER: SHADOW CONJURATION

When you reach 10th level, you can use your Fell Power to give form and substance to shadow. You can cast *Conjure Animals*, but the creatures you summon are created wholly out of shadow. Any creature that sees your creations can make a Wisdom saving throw to recognize the umbral nature of these animals. On a success, the creature cannot be affected by your conjured animal.

Upon reaching 18th level, you can use your Fell Power to cast *Conjure Woodland Beings* in the same fashion instead.